







# +10 SCORING TRAIT THE BIOLOGIST

IF YOU HAVE THE HIGHEST TOTAL VALUE OF ALL ALIEN PROOF - LIFEFORM CARDS OF HUMANS THAT HAVE ESCAPED, YOU GAIN 10 POINTS.

# +15 SCORING TRAIT

REVEAL ALL SUPPLY AND CHARACTER CARDS OF PLAYERS LEFT BEHIND.

IF AT LEAST ONE LEFT BEHIND PLAYER IS AN ALIEN, THEN YOU SCORE 15 POINTS.

# \*\* SCORING TRAIT THE BELIEVER

YOU SCORE 2 POINTS FOR EACH ALIEN PROOF CARD YOU HOLD.

#### \*\* HUMAN SCORING TRAIT

### THE HORDER

YOU SCORE 1 POINT PER SUPPLY CARD (ALL TYPES) YOU HOLD AT THE END OF THE GAME.

#### HUMAN SCORING TRAIT

### THE INFECTION

YOUR BODY HAS BEEN TAKEN OVER BY AN ALIEN LIFEFORM!!

YOU CANNOT DISCARD THIS CARD. YOU MUST PLAY AS IF YOU HAVE BEEN GIVEN THE ALIEN CHARACTER CARD.

YOU ONLY WIN IF THE TEAM DOES NOT MAKE IT BACK TO CIVILIZATION.

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HUMAN SCORING TRAIT

### THE SAINT

YOU SCORE 3 POINTS FOR EACH PLAYER THAT IS NOT LEFT BEHIND.

HUMAN SCORING TRAIT

### THE SURVIVALIST

YOU SCORE 5 POINTS FOR EACH PLAYER LEFT BEHIND.

HUMAN

SCORING TRAIT

#### THE TECHNIST

IF YOU HAVE THE HIGHEST TOTAL VALUE OF ALL ALIEN PROOF -TECHNOLOGY CARDS HELD BY HUMANS THAT HAVE ESCAPED, YOU GAIN 10 POINTS.



### UMAN







# HUMAN



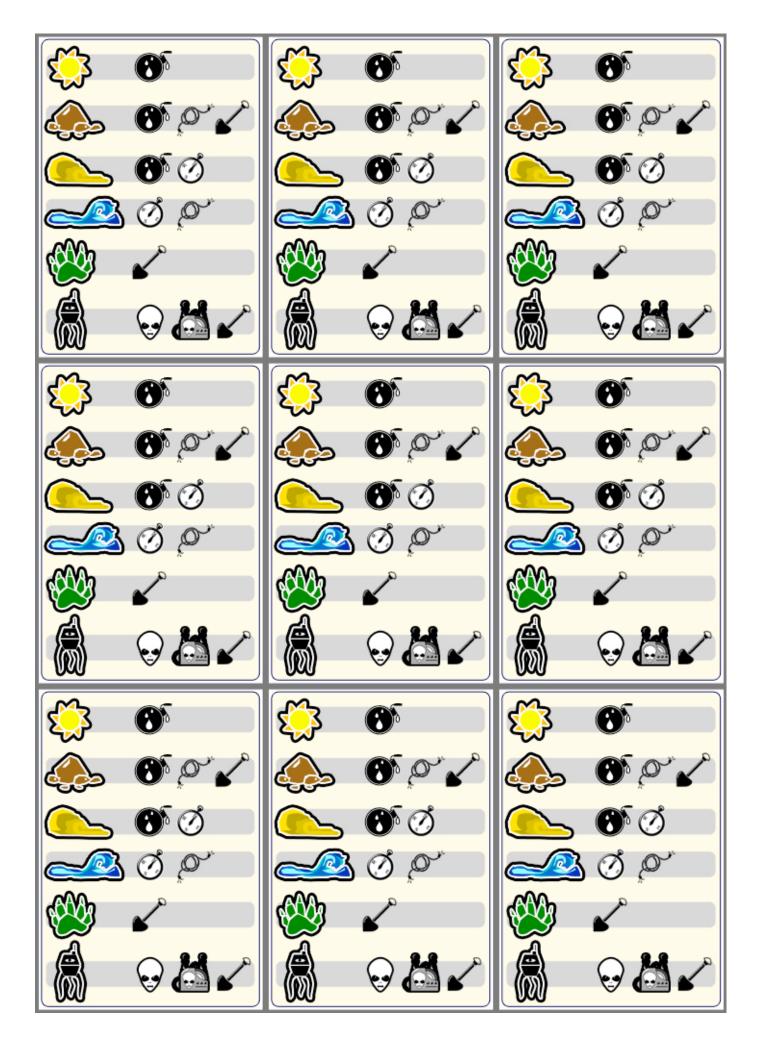
# HUMAN



## HUMAN







#### YOU HAVE 2 AP TO SPEND ON YOUR TURN.

- 1 AP -- SCOUT THE DESERT.
  - --MOVE THE TEAM TO A CLEARED OPEN DESERT OR CIVILIZATION TILE.
  - --ATTEMPT TO CLEAR AN OBSTACLE ON A NEIGHBORING TILE.
- 2 AP --MOVE THE TEAM TO A CLEARED MOUNTAIN TILE. ADDITIONALLY, REMOVE A CARD FROM THE SUPPLY DISCARD PILE.
  - --CALL FOR A VOTE TO LEAVE A PLAYER BEHIND.

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